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R4

RIDGE RACER TYPE 4

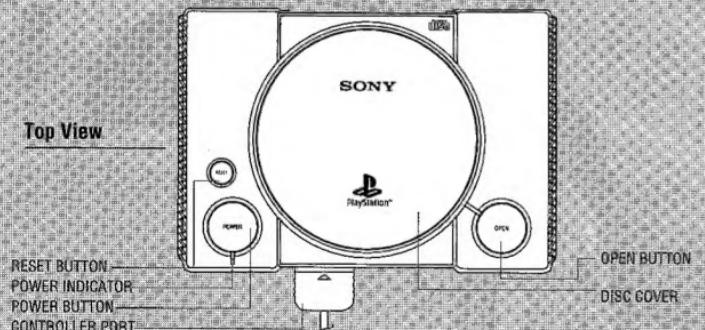


Setup

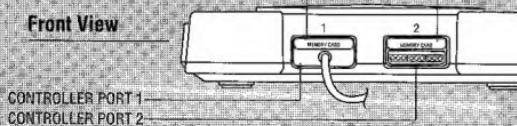
To load and run R4 RIDGE RACER TYPE 4 on your PlayStation® game console, follow these simple instructions:

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the R4 RIDGE RACER TYPE 4 disc and close the disc cover. Insert game controller(s) and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Top View



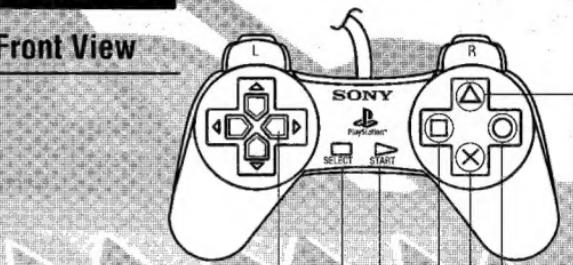
Front View



Controls

Controller

Front View



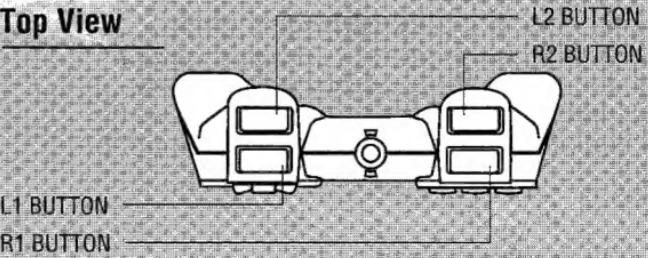
DIRECTIONAL BUTTONS

SELECT BUTTON

START BUTTON

- △ BUTTON
- BUTTON
- ✗ BUTTON
- BUTTON

Top View





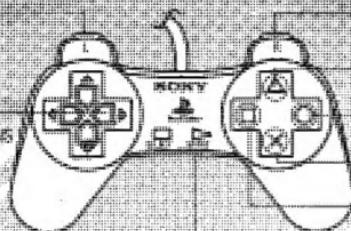
Basic Operation

Standard Controller: Default Settings

The diagram below describes how to use the Standard Controller. In addition to this controller, R4 Ridge Racer Type 4 also allows the use of controllers such as the NeoCon, Joystick, and the Analog Controller (Dual Shock) (each sold separately).

Front View

L1/L2 BUTTONS
SLOW DOWN/INVERSE



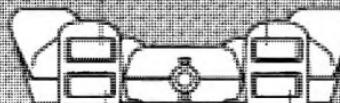
R1/R2 BUTTONS
SLOW UP/INVERSE

- △ BUTTON
CHANGE RACE VIEW
- BUTTON
SELECT (MENU OPTIONS, ETC.)
- × BUTTON
ACCELERATE / CANCEL (MENU OPTIONS, ETC.)
- BUTTON
BRAKE

DIRECTIONAL BUTTONS
STEERER / CHOOSE MENU/OPTIONS

START BUTTON
START / PAUSE GAME
DISPLAY MESSAGES

Top View



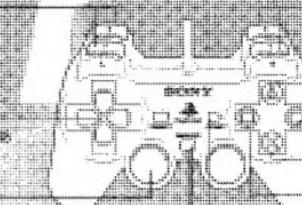
L1 BUTTON
R1 BUTTON



Analog Controller (Dual Shock): Default Settings

The Analog Controller gives you enhanced steering control with the Analog Stick. The controller will also vibrate whenever your car is involved in collisions (Dual Shock version only).

L1/L2 BUTTONS
SLOW DOWN/INVERSE



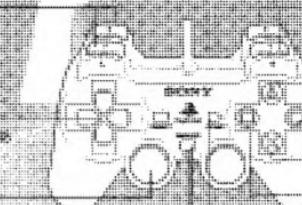
R1/R2 BUTTONS
SLOW UP/INVERSE

- △ BUTTON
CHANGE RACE VIEW
- BUTTON
SELECT (MENU OPTIONS, ETC.)
- × BUTTON
ACCELERATE / CANCEL (MENU OPTIONS, ETC.)
- BUTTON
BRAKE

DIRECTIONAL BUTTONS
STEERER / CHOOSE MENU/OPTIONS

LEFT ANALOG STICK
SLOW DOWN / SLOW UP

LEFT STICK
Enables the Dual Shock vibration feature.
The controller will vibrate whenever an accident or impact occurs during racing (except during the first 10 seconds of a race).
To enable or disable the vibration feature, go to Display Setup Screen (middle of Graphics Control menu page 11).



RIGHT ANALOG STICK
SLOW UP/INVERSE
SLOW DOWN/INVERSE
STEERER

NeoCon: Default Settings

The NeoCon simulates the subtle nuances of a steering wheel by allowing you to turn the car with a left/right twisting motion.

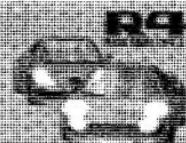
NEOCON: D-PAD
NEOCON: LEFT/RIGHT
NEOCON: UP/DOWN
NEOCON: SELECT
NEOCON: START
NEOCON: BACK

NEOCON: L1
NEOCON: R1
NEOCON: L2
NEOCON: R2
NEOCON: L3
NEOCON: R3



- △ BUTTON
CHANGE RACE VIEW
- BUTTON
SELECT (MENU OPTIONS, ETC.)
- × BUTTON
ACCELERATE / CANCEL (MENU OPTIONS, ETC.)
- BUTTON
BRAKE

NEOCON: TWIST
NEOCON: ROLL



Jogcon: Default Settings

The Jogcon provides an enhanced simulation of a steering wheel with a Dial located at the center of the controller. A motor attached to the Dial creates a force-feedback effect to imitate the feel of a steering wheel under actual driving conditions.

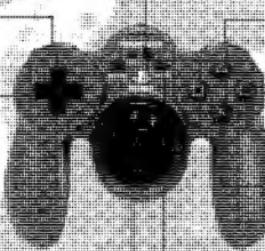
L1, L2 BUTTONS
BRAKE

DIRECTIONAL BUTTONS
CHOOSE MENU OPTIONS /
SHIFT GEARS IN MT

UP BUTTON SHIFTS
DOWN/DOWN BUTTON
SHIFT DOWN

STEERING
STEERING

* WHEN THE JOGCON MODE IS TURNED OFF
(LED OFF), THE JOGCON OPERATES LIKE A
STANDARD CONTROLLER. SEE PAGE 4 FOR
MORE INFORMATION.



JOGCON MODE SWITCH
PRESS THE JOGCON MODE SWITCH
(LED ON) TO USE THE DIAL FOR
STEERING CONTROL.

R1, R2 BUTTONS
ACCELERATE
△ BUTTON
CHANGE RACE VIEW
○ BUTTON
SELECT MENU OPTIONS, ETC.
× BUTTON
CANCEL
MENU OPTIONS, ETC.

START BUTTON
START / PAUSE GAME
SKIP MESSAGES

Safety Mode

For safety purposes, the force feedback system will shut off after 80 seconds if no button presses are made or if a button is held down for 60 seconds (this excludes the Dial and MODE Switch). When this happens, it does not mean the Jogcon is malfunctioning. The force-feedback system will switch on again when a button press is detected. (When the controller switches to Safety Mode, the words "SAFETY MODE" will be displayed on the screen.)

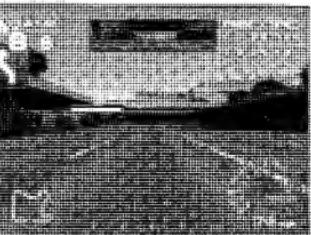
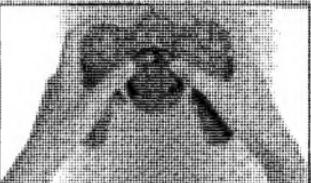
Operating the Dial

The basic technique is to hold the controller as shown to the right and move the Dial using your left and right thumbs (place each hand on the Jogcon's handles and wrap your other fingers around the handle for support).

Before a race starts, the Dial may rotate automatically in order to center itself. When this happens, lift your thumbs off the Dial and wait until it has stopped moving.

Jogcon Screen Display

When you are using the Jogcon, a centering gauge will be displayed on the screen. You can turn this display on and off during a race by pressing the SELECT Button.



Centering Gauge



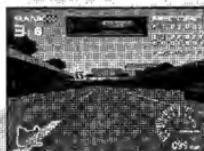
Game Modes

From the Title Screen, press the START Button to proceed to the Mode Menu screen. Use the Directional Buttons to choose the mode you want, and then press the **O** Button or START Button to select.



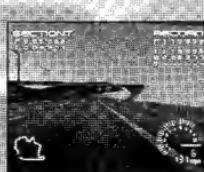
Grand Prix (Details Page 10)

Grand Prix is the main game mode where you assume the role of a professional driver in a racing team. You must work together with the team manager to advance through the 1st and 2nd qualifying heats to compete in the final Grand Prix. Through a total of 8 races, you must complete the required laps for each course and finish in a qualifying position to go on to the next race in the competition. You achieve victory when you finish 1st in the final race.



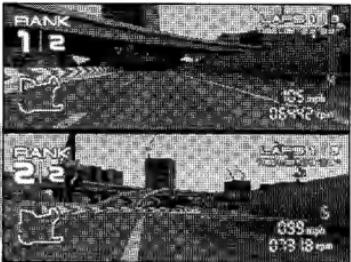
Time Attack (Details Page 16)

In this mode, you race your machine of choice on a race-course by yourself. The goal in Time Attack is to defeat the record time for that course. In addition to the preset cars, you can also use cars that you've earned in a Grand Prix race. (However, only cars registered in the Garage can be used. This also applies in other modes as well.)



VS Battle (Details Page 19)

You and a friend can compete in head-to-head competition, with the screen split into two sections (top and bottom). As in Time Attack, you can race new cars earned in Grand Prix mode.



Garage (Details Page 21)

You can use the Garage to register cars that you've earned in the Grand Prix. Once a car is in the Garage, you can use them in the Time Attack and VS Battle modes. Registered cars can be customized with new paint jobs and preset decals. You can also create your own original decals to customize your car even more!

Records (Details Page 30)

In this mode, you can view trophies you've earned in Grand Prix mode as well as your course records in Time Attack mode.

Save & Load (Details Page 30)

Load and save game data. R4's PocketStation Garage applet can also be saved in this mode.

Options (Details Page 31)

You can change settings for controllers, screen display, and sound volumes here. You can also access the Music Player feature here to listen to the music in the game.





Grand Prix

You're a professional race driver. It's your job to sign up with a race team and try to win 8 Grand Prix races. As your driving skills improve (based on your finishing position), your team owner and manager will invest in newer, faster cars for you. Once you've won the final race, you'll be able to keep these cars as your own and place them in the Garage. (Note: To skip comments in Grand Prix mode, press the START Button.)

Screen Display

Two views are available during each race: *Driver's View* (showing the road from the driver's position) and *Overhead Cam* (located slightly above and behind the vehicle). During a race, use the \triangle Button to switch between these two views. Your operation of the car will not be affected, but *Driver's View* is recommended for achieving maximum realism.

Rear-View Mirror

Allows you to see behind you. This feature is not available in *Overhead Cam* view.

Position

Current position in race.



Overhead Cam

Driver's View



Course Map
Overall map of the course. Also shows the current location of your car.

Record

Fastest lap time for this course.

Lap Time

Displays your lap times.

Time Limit

Time remaining in race. If you cannot finish the race before time counts down to zero, you will drop out of the race.

Tachometer

Revolutions per minute.

Gear

Displays the current gear position.

Speed

Current speed.

Basic Rules

1 The Grand Prix is divided into 3 stages: The 1st and 2nd qualifying heats (2 races each) and the Final Grand Prix (4 races). You must complete the required laps for each race and finish in a qualifying position in order to advance to the next race.

2 If you do not place high enough to qualify for the next race, or you are not able to complete the race within the time limit, you must retire from the race.

3 After dropping out of a race, you are presented with the following options:

Retry You have 4 chances to qualify in the same race. The game is over when you fail to qualify, and you have no more chances left.

End Exit from Grand Prix mode.

4 You achieve ultimate victory when you advance through the first 7 races and finish 1st in the final race of the Grand Prix.



Race Menu

You can pause the game by pressing the START Button during a race. When the Race Menu is displayed, choose between the 2 options by using the Directional Buttons on your controller, and press the START Button to select.

Cancel
Return to race.
Retire
Retire from race.



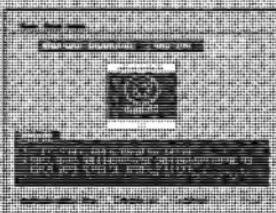
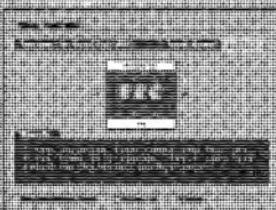
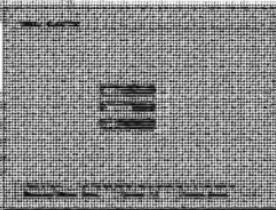


Continuing A Saved Game

From the Mode Menu, choose Grand Prix and press the **○** Button to select. If you have saved data available, you will be given the option to Start or Continue. Choose Start to begin a new Grand Prix competition from the beginning, or choose Continue to continue a previously saved race.

Selecting A Team

Use the Directional Buttons to choose a team from the 4 available teams, and press the **○** Button to select. Each team's cars have different designs and some team's cars may be more difficult to drive than others. For more details on teams, see page 34.



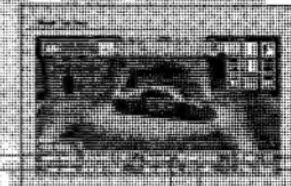
Selecting A Car Manufacturer

After you are introduced to your new team, you will see the Maker Select Menu. Use the Directional Buttons to choose the manufacturer of your choice and press the **○** Button to select. Each manufacturer has a distinctive design style and driving characteristics. For more details on each manufacturer, see page 33.

Car Data Menu Screen

This screen allows you to view detailed information about the car you have selected.

Maker Name
Automobile manufacturer selected.



Team Name
Name of selected team.



Car Name
Name of car.
Max Speed
Maximum speed.

Stage
Car Category:
Stage 1: Heat 1 Car
Stage 2: Heat 2 Car
Stage 3: Final GP Car
Stage 4: Final GP / Final Race Car

Type
Type of vehicle (DRIFT or GP). See page 37-38.

O.K.

Proceed to transmission selection (AT or MT).

AT or MT

After selecting O.K. choose between AT (automatic transmission) and MT (manual transmission) using the up/down Directional Buttons.



Course Data Menu Screen

When you are ready to start the race, use the up/down Directional Buttons to choose Start and then press the **O** Button to select. Each of the eight races in the 1st and 2nd qualifying rounds and the final round are run on a different course. For details on the characteristics of each course, see pages 35-36.

Start

Press to race start screen

LAPS

Number of laps in the race

LENGTH

Length around one lap

LAP RECORD

Record lap time for this course.

TOTAL RECORD

Record total race time for this course.

Car Data

Return to car data screen

End GP

Exit from Grand Prix and returns to Mode Menu.

Overall Course Map

Course Symbol

Course Name

Course Direction

- Normal
- Reverse

Race Start Screen

The Race Start Screen is displayed as the race is about to begin. At this time you can use the left/right Directional Buttons to choose the background music for the race.

New Car Investment

Your team will invest in a new car prior to Heat 2, Final GP, and the final race of the Grand Prix. Your race performance will directly affect the kind of car your team purchases for you. The better your performance, the better the car you'll get. If your driving skills are deemed too low, you may have to settle for just a tune-up on your old car.

Saving Data

You can save a Grand Prix race in progress immediately after completing Heat 1 or 2. You also have a chance to save your race after the 3rd race of the Final Grand Prix. However, newly acquired cars cannot be registered in the Garage until you win the entire Grand Prix. After selecting the Save option, choose a save file with the up/down Directional Buttons and press the **O** Button to save. You can save up to 3 Grand Prix races.

* Warning: You will lose all data from a previously saved game file if you overwrite that file with a new saved game.

Save

Saves Grand Prix game data. Note that Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.

Exit

Return to the game screen.

Game Over

The game is over when you fail to qualify for a race, and you have used up all your chances to retry the race. The game also ends when you select the End GP option.



Time Attack

In this mode, you race your machine of choice on a racecourse by yourself. The goal in Time Attack is to defeat the record time for that course. In addition to the preset cars, you can also use cars that you've earned in a Grand Prix race. (However, only cars registered in the Garage can be used.)

Basic Rules

At the beginning only four courses are available for Time Attack, but the final four courses become available after the player makes it past the qualifying heats into the final round of a Grand Prix.

Note: In Time Attack, a player must retire from the race if he or she drives backwards before the timer starts or drives backwards for a full lap around the course.

Screen Display

Time Attack displays **Section Time** in place of **Driver Position** displayed in Grand Prix mode. Also there is no time limit, and the rear-view mirror is not displayed.

Section Time

Time for each section of the course.

Difference

The difference between the last section time and the fastest record time for that section. "-" means that the player's best is faster than the record time, and "+" means that it is slower.



Course Select Menu Screen

Choose between courses using the left/right Directional Buttons. Choose between menu options with the up/down Directional Buttons, and press the **○** Button to select.

OK Proceed to the Car Select Menu.

Save Saves game data.

Note that Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.

Exit Return to the Course Select Menu.

Car Select Menu Screen

Both preset and new cars you've registered in the Garage are available in this menu. After choosing the car you want with the left/right Directional Buttons, place the cursor on **Start** and press the **○** Button to select.

Start Select transmission type (AT or MT) and proceed to the Race Start Screen.

Garage Switch between the preset cars and the cars you've registered or **Preset** in the Garage with the **○** Button. Choose the car you want with the left/right Directional Buttons.

Exit Return to the Course Select Menu.



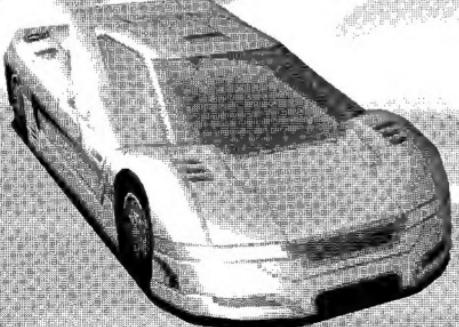
End of Time Attack

After completing the race, your lap times and total race time will be displayed first, followed by your overall ranking. Use the up/down Directional Buttons to choose from the menu items and press the **O** Button to select. If your time ranking is within the top 5, you can enter your name into the records. Use the left/right Directional Buttons to move the cursor and the up/down Directional Buttons to choose letters. Once your name is entered in correctly, press the **O** Button to select.

Retry Retry Time Attack race on the same course.

Car & Course Change Change car or course and play Time Attack again.

Exit Return to the Mode Menu.



VS Battle

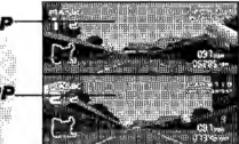
You and a friend can compete in head-to-head competition, with the screen split into two sections (top and bottom). As in Time Attack, you and your competitor can race new cars earned in Grand Prix mode. (However, only cars registered in the Garage can be used.)

Basic Rules

- 1 The player to complete the required number of laps first wins.
- 2 The race is over when the first player crosses the finish line.

Screen Display

In VS Battle mode, the screen is split into top and bottom sections. Player 1's car is displayed on top, and player 2's car on the bottom.



Car Select Menu Screen

Both preset and new cars registered in the Garage are available in this menu. After choosing the car you want with the left/right Directional Buttons, place the cursor on Start and press the **O** Button to select. Player 1 selects first.

O.K. Proceed to Course Select Menu.

AT or MT Choose between automatic (AT) or manual (MT) transmission.

Load Load car data from the Garage. Player 1 loads car data from Memory Card Slot 1 and player 2 loads from Slot 2.

Garage or Preset Switch between the preset cars and the cars you've registered in the Garage with the **O** Button. Choose the car you want with the left/right Directional Buttons.

Exit Return to the Mode Menu.



Course Select Menu Screen

Choose a course by using the left/right Directional Buttons. You can also set the number of laps as well as the number and skill level of cars driven by the computer. You can change these settings by selecting the appropriate menu item and using the left/right Directional Buttons within each menu. When you have changed the settings to your liking, use the Directional Buttons to choose Start and then press the **B** Button to select.

Start Start the race.

Laps Choose from 2 to 9 laps.

Com car Number determines the number of cars driven by the computer (up to 2), and *Level* sets their skill level (1 (Weak) to 4 (Strong)).

Exit Return to the Car Select Menu.

End of VS Battle

When the race is complete, results will be displayed showing the winner and loser. Use the up/down Directional Buttons to choose a menu option and press the **B** Button to select.

Retry Retry VS Battle race on the same course.

Car & Course Change Change car or course and play VS Battle again.

Exit Return to the Mode Menu.

You can use the Garage to register cars that you've earned in the Grand Prix. Once a car is in the Garage, you can use them in the Time Attack and VS Battle modes. Registered cars can be customized with new paint jobs and preset decals. You can also create your own original decals to customize your car even more!

Garage

Register cars acquired in Grand Prix mode or change the decal on a car. See page 23 for more details.

Decal Edit

Create a new decal for your car. See page 25-29 for more information.

Edit

Return to the Mode Menu.





New Car Registration

There are 8 preset cars initially registered in the Garage. When you finish an entire Grand Prix race, these preset cars are replaced automatically with any newly acquired cars. However, once you have accumulated 8 or more new cars, additional cars will simply be added to the Garage without being registered. You **MUST** register these new cars in order to use them. To register them, or to customize your car, choose Garage and press the **Q** Button to select.

Change Car

When you want to replace one of your 8 registered cars with another car in your Garage, choose the car you want to replace with the right/left Directional Buttons, select Change car and press the **Q** Button.

Identify the new car you want to register by team and manufacturer and then select the car number.



Number of Cars
Number of cars you have. Total number of cars available in factory, number due to a team or manufacturer. A team needs that a new car is available for that team or manufacturer.

Selected
When this is displayed, the car cannot be selected since it is already registered.

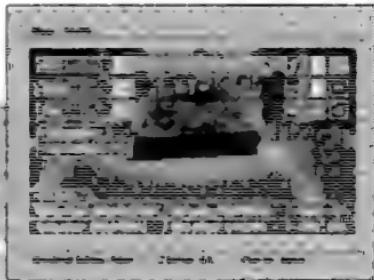
Unused
These are the unused teams when the cars you have assigned to be. The remaining selected car is shown in orange, the cars in your garage are in yellow and the cars you don't have yet are transparent.

Car Number
Car number is starting number
signifies that the car has just been
added.



Design

You can customize a car by choosing it with the left/right Directional Buttons and selecting the *Design* menu item by pressing the **Q** Button.



Change Car Color

When the Design Menu is displayed, use the left/right Directional Buttons to choose the desired color and press the **Q** Button to select it. Color availability will vary among manufacturers.

Change Car Decal

Choose Decal from the Design Menu and press the **Q** Button to select it. The Decal Select Menu will appear and sample decals will be displayed on-screen. Use the left/right Directional Buttons to choose the decal you want and press the **Q** Button to select it. Decal #0 is reserved for your original decal (see page 25-29 for more information). If you have not created a decal, choosing decal #0 will result in a solid colored car (Note that a car with color #0 cannot have a decal). When you're finished with all your changes, choose *O.K.* on the Design Menu and press the **Q** Button.

**Save**

This menu item allows you to save data. First, enter a name for your Garage. Use the Directional Buttons to highlight characters and press the **O** Button to enter them. If you made a mistake, press the **X** Button to erase a character and back up the cursor. The name of your Garage can be up to 8 letters long. When you are finished entering your name, move the cursor to End and press the **O** Button to save.

* Warning: Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.

Exit

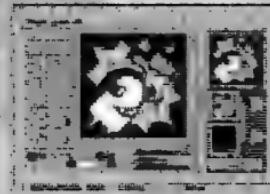
This returns you to the Mode Menu.

**Decal Edit**

R9 comes with several sample decals for you to use right away, but you can also create your own custom decal and install it on your car. To create your own decal, choose the *Decal edit* menu item and press the **O** Button to select.

Icons

The icons on the screen represent various functions which can be performed by moving the cursor over the desired icon and pressing the **O** Button. Each icon functions as follows:

**Pen**

Draws at the cursor position.

**Paint**

Paints over an area of color around the cursor position with a new color.

**Line**

Draws a straight line.

- 1 First press down on the **O** Button inside the edit window.
- 2 Keeping the **O** Button held down, move the cursor to a new position.
- 3 Release the **O** Button. A straight line will be drawn between the two points.

**Eraser**

Erases a point at the cursor position, leaving it transparent.

**Palette**

Selects the color used in Pen, Line and Paint functions.



**Size**

Changes the size of the Part Line and frame junctions. With the cursor over the Size icon, press the **O** Button to cycle through 1x1, 2x2, 4x4, and 8x8 sizes.

**Undo**

Unto the last function and return the edit window to its previous state (pressing the **O** Button one more time will return the edit window to its original state before editing).

**Rotate**

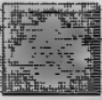
Rotates the contents of the edit window 90 degrees clockwise.

**Horizontal Flip**

Flips the contents of the edit window horizontally.

**Vertical Flip**

Flips the contents of the edit window vertically.

**Move**

- 1 Place the cursor over the move icon and then the **O** Button to switch to Move mode. The cursor will automatically be relocated to the center of the screen.
- 2 Holding the **O** Button down while you are in Move mode will change the cursor to the Move Mode Cursor indicating the **O** Button will change the cursor back to normal.
- 3 Move the Move Mode Cursor in the direction you want to move the edit window contents.

Erase Screen

Erases the contents of the edit window.

**Memory Card**

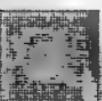
Saves/loads data to or from a Memory Card.

**Button Function**

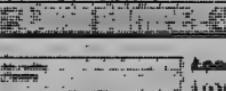
Allows you to assign a function to the **X** Button. You can cycle through the assigned function from Dropper, Eraser, and Undo.

Dropper

See next page.

**Magnifying Glass**

Cycles the magnification level of the edit window from 1x, 2x, 4x, and 8x.

**Load Sample**

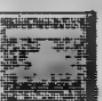
Loads any of the preset sample designs to the edit window. Choose the design you want by using the left/right directional buttons, and press the **O** Button to select it.

**Scroll Bar**

Scrolls the area displayed in the edit window up/down or left/right. Place the cursor on the arrow icon at either ends of the scroll bar or the bar itself to scroll the image.

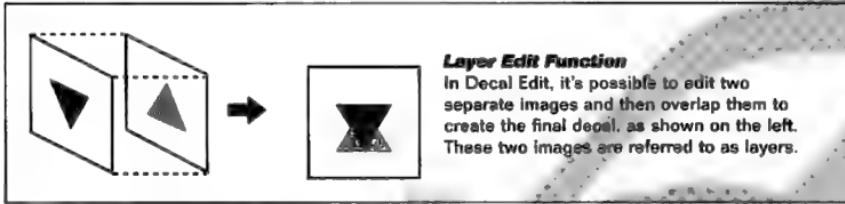
**Shutter Layer icon**

Switches the top layer to the bottom and vice versa.

**Copy Layer icon**

Copies the image from the top layer onto the bottom layer.





Layer Edit Function

In Decal Edit, it's possible to edit two separate images and then overlap them to create the final decal, as shown on the left. These two images are referred to as layers.

Decal Edit Shortcuts

The following shortcuts are available using the L1, R1, and Buttons in Decal Edit:



L1 Button

Pressing the L1 Button makes the cursor jump back to the last function you used. If you hold down the L1 Button, you can select each function individually.



R1 Button

Holding the R1 Button down makes the cursor move faster.



Button (Dropper)

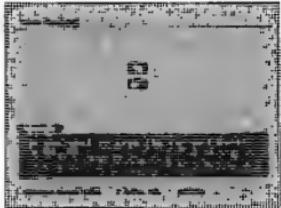
Pressing the Button while inside the edit window will set the color of the Pen, Line, and Paint functions to the color at the cursor position.



Decal Registration

When you are finished creating your decal, move the cursor to *O.K.* and press the Button. The decal will be registered as your own original decal and saved in decal location #0. You cannot register more than one sticker at a time. When you are finished, move the cursor to *Exit* and press the Button to return to the Garage Menu.

* Warning: You will lose any image in your edit window when you exit.



Save/Load Decal

Place the cursor on the Memory Card icon and press the Button. This will display the Save and Load Menu screen. After choosing *Save* or *Load* with the up/down Directional Buttons and pressing the Button, you can choose the Memory Card block to save the decal data to (or load from). You can save up to 3 decals, but you need to have 1 Memory Card Block for each decal you save.





Records / Save and Load

Records

This mode allows you to review the Grand Prix trophies you've won as well as your time records in Time Attack.

Trophies

Shows the trophies you've won in Grand Prix mode.

Lap Records

Shows the top 5 lap times. To view car data, place the cursor over Car data, press the **O** Button and use the up/down Directional Buttons to choose the record you want to view, and then press the **O** Button again. This will show information about the car used to get the record. Use the left/right Directional Buttons to select records from another course.

Total Records

Shows the top 5 total race times. Use the same controls as in Lap records above to view information about the record.

Exit

Returns you back to the Main Menu.

Save and Load

This mode saves and loads R4 game data. Choose a menu item with the Directional Button and press the **O** Button to select. You can also save R4's PocketStation Garage Applet in this mode (See page 39-42 for more information).

Warning: Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.



Options

In Options, you can change your settings for controllers, screen display, and sound volumes. You can also access the Music Player feature here to listen to game music. Use the Directional Buttons to choose menu items and press the **O** Button to select it.



Controller Setup: Player 1

This enables you to configure the settings for Player 1's controller. Use the left/right Directional Buttons to choose from 8 preset controller configurations and press the **O** Button to select it. If you are using a Dual Shock Controller, you can turn Vibration on or off by using the up/down Directional Buttons.

If you are using a NegCon or Jogcon, you can adjust the steering setup for either controller after you choose the controller configuration by pressing the **O** Button.

If you have a Negcon, hold the NegCon in an untwisted position and press the START Button. Next, choose the Steering Play amount with the left/right Directional Buttons and press the **I** Button to set it. Then use your left/right Directional Buttons again to choose the Max Rotation angle for the Negcon and press the **I** Button to finish the setup.

If you are using a Jogcon, set the Dial at the desired centering position and press the START Button. Next, choose the Steering Play amount with the left/right Directional Buttons and press the **O** Button to set it. Then use your left/right Directional Buttons again to choose the Max Rotation angle for the Jogcon's Dial and press the **O** Button. Finally, select the Force Feedback Strength amount with the left/right Directional Buttons to apply resistance to the Jogcon's Dial and press the **O** Button to finish setup.

Controller Setup: Player 2

This allows you to configure the settings for Player 2's controller. Adjust settings as described above for Player 1.



Adjust Audio

This feature enables you to adjust the volume balance between the background music (B.G.M.) and sound effects (S.E.) during the game. First, choose either B.G.M. or S.E. with the up/down Directional Buttons and press the **□** Button to select it. Next, use the left/right Directional Buttons to adjust the volume for that setting (setting **A** to the left will lower the volume) and press the **□** Button to set it. You can also switch the audio output between Mono and Stereo output under the Output menu item (Enter the Output menu and use the left/right Directional Buttons to switch between the two settings.).

Adjust Screen

Use the left/right Directional Buttons to adjust the position of the screen.

Adjust Brightness

This is a reference screen that you can use to adjust the brightness setting on your television. For best viewing results during the game, adjust the brightness setting on your television so that all the circle marks on the screen are visible.

Music Player

The Music Player allows you to listen to the music that is played during the game. Use the left/right Directional Buttons to select a song. Press the **X** Button to exit the Music Player and return to the Options Menu. You can have a special display effect on the screen if you press the **△** Button during music playback.

Exit

Return to the Main Menu.

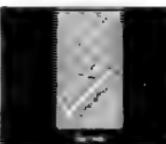


Manufacturer Information



ASSOLUTO

Country Italy
Type Drift
Note Assoluto's car designs are characterized by fluid, sporty body styles.



AGE SOLO

Country France
Type Grip
Note Their designs focus on compact, aerodynamic body styles.



LIZARD

Country USA
Type Drift
Note Lizard's designs are noted for their dynamic and aggressive forms.



TERRAZI

Country Japan
Type Grip
Note Ferrari is renowned for their varied body styles.





Team Descriptions

Racing Team Schratou (RTS)

Tuning Hard
Profile An elite Italian team with a record number of GP victories. Their cars are tuned for high performance.



Pac Racing Club (PRC)

Tuning Normal
Profile A new Japanese team competing for the first time this season. Their cars are tuned for balanced performance.



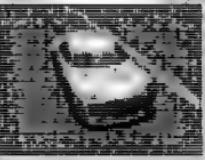
RC Micro Mouse Mania (MMH)

Tuning Easy
Profile A French team with cars renowned for ease of handling. The team also has a new owner for this season.



Dig Racing Team (DRT)

Tuning Expert
Profile A winning team in the past, this American team is in a slump. Their limited budget will make a winning season difficult to achieve.



Course Descriptions

There are a total of 8 different courses. The layout of each course differs greatly, so familiarize yourself with each one to develop your racing strategy. Although the race order for the courses are preset in the Grand Prix, you can choose courses freely in the other race modes.

Helter Skelter

Helter Skelter is set in a futuristic port city under development called Namco Mirai 22. Freeway overpasses block your view, so memorization of the course is a must.



Wonderhill

Wonderhill is a course that winds through gently rolling mountains. While the passing scenery is beautiful, there are plenty of curves to keep your eyes on the road.



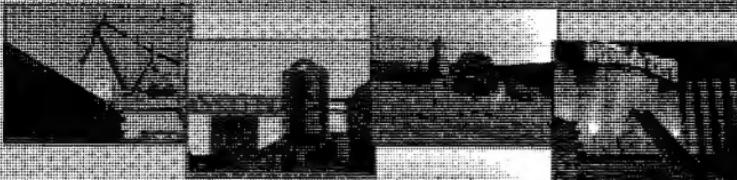
Edge of the Earth

This is a night course with straightaways and devastating hairpin turns that require excellent driving skills. Don't get too distracted by the beautiful night scenery!



Out of the Blue

While it shares a section of track with Helter Skelter, this track goes through a port area, so you'll see warehouses and cargo ships. Beware of the right-angle turn near the docks!



Phantomile

Phantomile is the shortest course in the Grand Prix. Since the course is wider than the others, fast lap times will be determined by skillful and aggressive cornering.

Heaven and Hell

The first half of this course runs the same route as Wonderhill. The second half provides challenging curves that provide plenty of white knuckle racing thrills.

Brightest Night

This course shares a section with Edge of the Earth, but it's one of the longest in the Grand Prix with 2 vicious hairpin curves. You'll have to master them to ensure victory.

Shooting Hoops

Shooting Hoops is an oval course that sets the stage for the final race of the Grand Prix. Speed is of the essence on this track. Even small mistakes may cost you the race!

Technical Advice

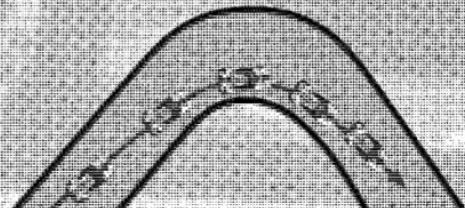
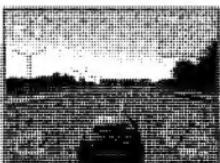
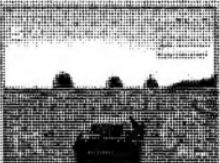
Acquaint yourself with the *Grip* and *Drift* Cornering Methods. These two cornering techniques form the basic backbone of racing strategies in R3. If you master them, you'll be on your way to ruling the courses!

Grip Cornering Method

This technique employs reduced velocity controlled with the accelerator. Reducing accelerator input right before a corner will increase tire grip and enable you to quickly slip through it. As you clear the corner, increase accelerator input to increase your speed onto the straightaway.

When you attack corners, stay outside of the course at the start of the curve, and then come close as possible to the inside of the course at the apex of the curve. As you come out of the curve, move to the outside of the course again.

This cornering method works well with Age Solo and Terrazzi Cars.



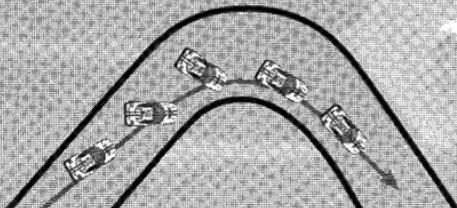


Drift Cornering Method

In the *Drift Cornering Method*, you must intentionally put your car into a controlled tail slide to negotiate a sharp corner. This method is well suited for cars by Assoluto and Lizard.

To use this method, turn steering sharply to the inside of the curve as you near the turn and ease up on the accelerator. By pressing the accelerator again, the tail of the car will slide, causing your car to "drift." The longer you release the accelerator and steering is turned into the curve, the stronger the tail slide will be when you reapply the accelerator.

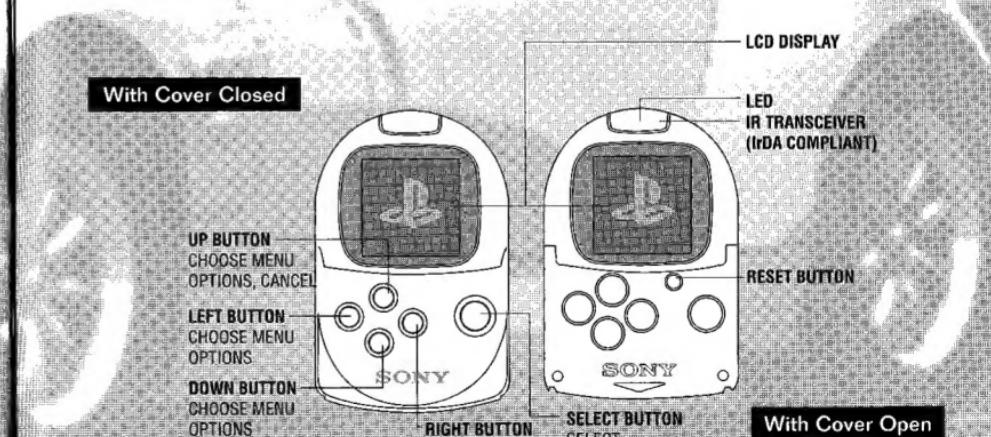
After the tail slides, turn steering back towards the outside of the curve. As you exit the curve, let steering go neutral and press the accelerator to regain your speed.

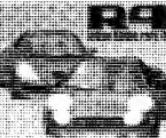
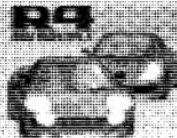


PocketStation

You can use the PocketStation with R4 to exchange cars earned in a Grand Prix with another PocketStation using infrared data transfer. To save the *R4 Garage Applet* onto a PocketStation, go to the *Save and Load* menu and select the *PocketStation* menu item. See the following pages for more information on setting up data transfers between two PocketStation.

- **Important Note: Using the *Save and Load* feature here only saves the *R4 Garage Applet* and not the actual *R4* game data!**
- If you keep the PocketStation's **SELECT** Button held down for a few seconds, it will show a menu screen. You will then be given the option to *Exit* the PocketStation applet or *Continue* to use the applet.





Send Mode

This mode allows you to send data for cars you've earned in a Grand Prix to another PocketStation. (Your car data will not be erased when you do this.)

1 When the Title Screen is shown, press the SELECT Button to go to the Send/Receive menu. Choose Send using the up/down Directional Buttons and press the SELECT Button.

2 If car data is available, the Team Select menu is shown next. Choose the team using the left/right Directional Buttons and press the SELECT Button (If there is no car data available, you will be returned to the Send/Receive menu). You can return to the Send/Receive menu by pressing up on the Directional Button.

Key to Team Abbreviations:

DRT Dig Racing Team NMM Micro Mouse Mappy
PRC Putt Racing Club RTS Racing Team Squeebus

3 If there is data available for the team you selected, the Maker Select menu will be displayed next (If there is no data available for the team you selected, you will be returned to the Team Select menu). Choose the manufacturer using the left/right Directional Buttons and press the SELECT Button. You can also return to the Team Select menu by pressing up on the Directional Button.

Key to Manufacturer Abbreviations:

AST Asstec EDD Eddard
TRZ Terz AGS Agg-Suds

R4

PRESS

Title Screen

SEND
RECEIVE
 EXIT

Send / Receive Menu

TERM 225/320
 PRC
12/80

Team Select Menu

MAKER 39/80
 AGS
10/20

Maker Select Menu

4 If data is available for the manufacturer you selected, the Car Number Select menu will be displayed next (If there is no data available for the manufacturer you selected, you will be returned to the Maker Select menu). Choose the car number using the left/right Directional Buttons and press the SELECT Button. You can return to the Maker Select menu by pressing up on the Directional Button.

5 Once you have completed the settings in numbers 1 through 4 above, the Send Confirmation menu is shown. If you want to send the car data, make sure the other PocketStation is displaying the Receive Screen and press the SELECT Button. If you want to make changes before sending the data, press up on the Directional Buttons. You will be returned to the Car Number Select menu.

Key to Abbreviations:

TM Team MK Maker

6 When the data transfer has been completed successfully, choose Exit and press the SELECT Button. Choosing Retry will bring you back to the Send Confirmation menu.

CAR No. 10/20
 No. 10

TM: **MM**
MK: **AST**
CAR No 12
 OK

Send Confirmation Menu

RETRY
EXIT

Exit Menu



Receive Mode

This mode is used to receive car data sent in Send Mode.

- 1 Choose the *Receive* menu item from the *Send/Receive* menu and then press the **SELECT** Button. This will show the *Receive Start* menu. Press the **SELECT** Button to begin receiving data. The screen will show a message that it is receiving data.
- 2 When data transfer is completed, the *Receive Confirmation* menu is shown. Press the **SELECT** Button to return to the Title Screen to leave Receive Mode. If any data transfer errors occur, or if there is no data input for a specified length of time, a data reception error will occur. When this happens, you will be returned to the Title Screen.



SEND
RECEIVE
EXIT

Send / Receive Menu

PRESS ←
▼
SEND
TRANSFER

Receive Start Menu

TRANSFER
COMPLETE

Transfer Complete Screen

TM: MMM
MK: AST
CAR No 1
PRESS ←

Receive Confirmation Menu